

102-2 Preliminary Syllabus, Da-Yeh Univ

Information			
Title	電腦動畫(二)	Serial No. / ID	1833 / MDI2012
Dept.	多媒體數位內容學位學程	School System / Class	大學日間部2年1班
Lecturer	吳旻書	Full or Part-time	兼任
Required / Credit	Required / 3	Graduate Class	No
Time / Place	(一)5678 / PX302	Language	Chinese

Introduction	
1. Strengthen the ability of students in the creation of 3D visual 2. Strengthen students' ability to operate on a project 3. enhance the professional integration of technology with other programs	

Outline	
focuses on how to make use of computer animation in maya. Enable to use software in the future System to make a rich and interesting animated images in 3D computer . Students will begin to learn how to make Role modeling techniques , textures , actions and outputs into a movie.	

Prerequisite	
1. 2D design concepts 3D basic concepts	